



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

Experiment - 8

Student Name: Aditya Kumar Singh

UID: 23BCS11734

Branch: BE-CSE

Section/Group: KRG-2B

Semester: 5th

Date of Performance: 16/10/25

Subject Name: Design and Analysis of Algorithms

Subject Code: 23CSH-301

1. Aim: Develop a program and analyze complexity to find shortest paths in a graph with positive edgeweights using Dijkstra's algorithm.

2. Objective: Code and analyze to find shortest paths in a graph with positive edge weights using Dijkstra's

3. Input/Apparatus Used: Graph ($G = (V, E)$) is taken as input for this problem.

4. Procedure:

Follow the steps below to solve the problem:

- Create a set $sptSet$ (shortest path tree set) that keeps track of vertices included in the shortest-path tree, i.e., whose minimum distance from the source is calculated and finalized. Initially, this set is empty.
- Assign a distance value to all vertices in the input graph. Initialize all distance values as INFINITE. Assign the distance value as 0 for the source vertex so that it is picked first.
- While $sptSet$ does not include all vertices
- Pick a vertex u which is not there in $sptSet$ and has a minimum distance value.
- Include u to $sptSet$.
- Then update the distance value of all adjacent vertices of u .
- To update the distance values, iterate through all adjacent vertices.



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

- For every adjacent vertex v, if the sum of the distance value of u (from source) and weight of edge u-v, is less than the distance value of v, then update the distance value of v.

5. Algorithm

- o **Step1:** SET STATUS = 1 (ready state) for each node in G
- o **Step2:** Push the starting node A on the stack and set its STATUS = 2 (waiting state)
- o **Step3:** Repeat Steps 4 and 5 until STACK is empty
- o **Step4:** Pop the top node N. Process it and set its STATUS = 3 (processed state)
- o **Step5:** Push on the stack all the neighbours of N that are in the ready state (whose STATUS = 1) and set their STATUS = 2 (waiting state)
[END OF LOOP]
- o **Step6:** EXIT

6. Code and Output:

```
#include <bits/stdc++.h>

using namespace std;

#define INF INT_MAX

int minDistance(vector<int>& dist, vector<bool>& sptSet, int V) {

    int minVal = INF, minIndex = -1;

    for (int v = 0; v < V; v++) {

        if (!sptSet[v] && dist[v] <= minVal) {

            minVal = dist[v];

            minIndex = v;
        }
    }
}
```



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

}

return minIndex;

}

```
void printSolution(vector<int>& dist, int V) {
```

```
    cout << "\nVertex\tDistance from Source\n";
```

```
    for (int i = 0; i < V; i++)
```

```
        cout << i << "\t\t" << dist[i] << "\n";
```

}

```
void dijkstra(vector<vector<int>>& graph, int src, int V) {
```

```
    vector<int> dist(V, INF);
```

```
    vector<bool> sptSet(V, false);
```

```
    dist[src] = 0;
```

```
    for (int count = 0; count < V - 1; count++) {
```

```
        int u = minDistance(dist, sptSet, V);
```

```
        sptSet[u] = true;
```

```
        for (int v = 0; v < V; v++) {
```

```
            if (!sptSet[v] && graph[u][v] && dist[u] != INF &&
```



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

```
    dist[u] + graph[u][v] < dist[v]) {  
        dist[v] = dist[u] + graph[u][v];  
    }  
}  
  
printSolution(dist, V);  
}  
  
int main() {  
    cout << "DIJKSTRA'S ALGORITHM - SHORTEST PATH FINDER\n\n";  
    int V;  
    cout << "Enter number of vertices: ";  
    cin >> V;  
  
    vector<vector<int>> graph(V, vector<int>(V, 0));  
    cout << "\nEnter the adjacency matrix (0 for no edge):\n";  
    for (int i = 0; i < V; i++) {  
        for (int j = 0; j < V; j++)  
            cin >> graph[i][j];  
    }
```



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

```
int src;

cout << "\nEnter source vertex (0 to " << V - 1 << "): ";

cin >> src;

dijkstra(graph, src, V);

return 0;

}
```

Output

```
DIJKSTRA'S ALGORITHM - SHORTEST PATH FINDER

Enter number of vertices: 5

Enter the adjacency matrix (0 for no edge):
0 1 0 0 5 0
0 0 1 2 0
0 0 0 0 4
0 3 9 0 2
7 0 6 0 0

Enter source vertex (0 to 4): 0

Vertex  Distance from Source
0          0
1          8
2          9
3          5
4          7
```